（筆記体の記号）

## AMENDMENT TO CLAIMS:

1-15. (Canceled)

16. (New) A network system for processing economical data residing in a virtual space activated on a network, through which a plurality of computers are coupled to each other, said system comprising:

a virtual-space creating section to create said virtual space in which subjects of said plurality of computers participate;

a virtual-currency creating section to create virtual currency serving as cash being effective in said virtual space, so as to distribute said virtual-currency among said subjects;

a virtual-currency storing section to store said virtual currency created by said virtual-currency creating section; and

a value-information storing section to store a value information set serving as a buying and selling object, which can be traded within said virtual space by exchanging said virtual currency between said subjects;

wherein said value information set is provided in said virtual space as needed, or is created or modified by a subject, being one of said subjects, as a result of activities of said subject in said virtual space; and

wherein said virtual currency, owned by said subject as a result of economical activities in said virtual space, can be converted to real currency being effective in a real world.

17. (New) The network system at claim 16,

wherein a value of said value information set is represented by value data indicating an amount of said virtual currency, and said value information set is stored in said value-information storing section, while being correlated with said value data.

18. (New) The network system of claim 16,

wherein a value of said value information set is represented by value data indicating an amount of said virtual currency; and said network system further comprising:

a value-information evaluating section to evaluate said value information set, so as to generate said value data based on a result of evaluating said value information set.

19. (New) The network system of claim 16, further comprising:

an identification data generating section to generate identification data sets, each of which is attached to each of said subjects of said plurality of computers, between which said

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virtual currency are exchanged within said virtual space.

20. (New) The network system of claim 19, further comprising:

a determining section to determine whether or not each of said subjects can participate in said virtual space, based on each of said identification data sets, so that said determining section allows a subject, having a proper identification data set, to participate in said virtual space.

21. (New) The network system of claim 19,

wherein said value information set is stored in said value-information storing section, while being correlated with said identification data set.

22. (New) The network system of claim 19, wherein said virtual currency are stored in virtual-currency storing section, while being correlated with said identification data set.

23. (New) The network system of claim 16, further comprising:

a virtual-currency evaluating section to evaluate said virtual currency in comparison with said real currency being effective in said real world, so as to derive an exchange rate between said virtual currency and said real currency from a result of evaluating said virtual currency.

24. (New) The network system of claim 23, further comprising:

a currency exchanging section to exchange said virtual currency for said real currency, based on said exchange rate derived by said virtual-currency evaluating section.

25. (New) The network system of claim 16, wherein said value information set is an image information set.

26. (New) The network system of claim 16, wherein said virtual currency is provided to said subject as reward for a time period in which said subject is restricted to said activities in said virtual space.

27. (New) The network system of claim 16, wherein said virtual-space creating section, said virtual-currency creating section, said virtual-currency storing section and said value-information storing section are included in a server coupled to said network.

28. (New) A program for executing operations for processing economical data residing in a virtual space activated on a network, through which a plurality of computers are coupled to each other, said program comprising the functional steps of:

creating said virtual space in which subjects of said plurality of computers participate;

creating virtual currency serving as cash being effective in said virtual space, so as to distribute said virtual-currency among said subjects;

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storing said virtual currency, created in said creating step of said virtual currency, in a virtual currency storing section; and

storing a value information set serving as a buying and selling object, which can be traded within said virtual space by exchanging said virtual currency between said subjects, in a value-information storing section;

wherein said value information set is provided in said virtual space as needed, or is created or modified by a subject, being one of said subjects, as a result of activities of said subject in said virtual space; and

wherein said virtual currency, owned by said subject as a result of economical activities in said virtual space, can be converted to real currency being effective in a real world.

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